

**AMENDMENTS TO THE CLAIMS**

**This listing of claims will replace all prior versions and listings of claims in the application:**

**LISTING OF CLAIMS:**

1. (original): A method of rewarding players of a table game at a casino, the method comprising:

establishing a first casino game to be part of a reward program;

placing a wager on the first game by a player;

awarding a first number of points to the player;

recording the first number of points;

accumulating additional points that are added to the first number of points so as to place the player at a first reward level;

presenting the player with a choice to choose a first gift after reaching the first reward level;

accumulating additional points by playing the first game or at least one second game, the additional points being recorded so that they are added to the points used to reach the first reward level so as to form a cumulative amount of points;

further adding to the cumulative amount of points so as to exceed a second predetermined amount of points which puts the player at a second reward level; and

after reaching the second reward level, presenting the player with a choice to choose a second gift.

2. (original): The method according to claim 1, wherein the first game and the at least one second game are slot machines.

3. (original): The method according to claim 1, further including the use of a data card either preceding or following said placing of a wager so as to communicate information of the player.

4. (original): The method of claim 1, wherein the second gift is of a greater monetary value than the first gift.

5. (original): The method according to claim 1, wherein said player must first obtain a qualifying status before being eligible to reach the first reward level, the qualifying status being obtained by acquiring a predetermined amount of points.

6. (original): The method according to claim 5, wherein the qualifying status must take place in one 24-hour trip to the casino.

7. (original): The method according to claim 1, wherein after reaching a predetermined reward level, which is higher than said second reward level, the player can choose from limited edition gifts and standard gifts, wherein the number of standard gifts is greater than the number of limited edition gifts.

8. (original): The method according to claim 1, wherein said method is practiced for only a limited amount of days at the casino.

9. (original): The method according to claim 1, wherein the first number of points awarded and the additional points awarded are doubled for the player during a designated time period when either of the first or at least one second game is played.

10. (original): The method according to claim 9, where the designated time is on a weekday.

11. (original): The method according to claim 9, where the designated time is after midnight.

12. (original): The method according to claim 9, where the designated time is on a birthday of the player.

13. (original): The method according to claim 1, wherein the player can reach up to eighteen total reward levels.

14. (original): A system for rewarding play of a casino game during a promotional period, comprising:

a plurality of casino games;

an input device for receiving information pertaining to a player;

a compensation machine;

means for outputting points of the player from the plurality of casino games to said compensation machine;

means for viewing at the compensation machine, a status of the player, said status including,

a total amount of points that the player has accumulated; and

an amount of points needed to reach at least one of a plurality of reward levels,

wherein said total amount of points is representative of all points acquired during the promotional period and if the player has surpassed one of said plurality of reward levels, the total amount of points is equal to the amount of points needed to surpass said one of said plurality of reward levels plus the amount of points obtained in addition to the amount of points needed to surpass said one of said plurality of reward levels.

15. (original): The system for rewarding play of claim 14, wherein said compensation machine depicts a photo of gifts available at various ones of the plurality of reward levels.

16. (original): The system for rewarding play of claim 14, wherein said compensation machine includes a redeem button that the player actuates after reaching one of said plurality of reward levels to obtain a gift receipt.

17. (new): A method of rewarding players of a game, the method comprising:

- placing a wager on a first game by a player;
- awarding a first number of points to the player;
- accumulating additional points that are added to the first number of points so as to place the player at a first reward level;
- presenting the player with a choice to choose a first gift after reaching the first reward level;
- accumulating additional points by playing the first game or at least one second game, the additional points being added to the points used to reach the first reward level so as to form a cumulative amount of points; and
- further adding to the cumulative amount of points so as to exceed a second predetermined amount of points which puts the player at a second reward level.

18. (new): A system for rewarding play of a game, comprising:

- a compensation machine;
- means for outputting points of a player, from a game to said compensation machine;
- means for viewing at the compensation machine, a status of the player, said status including,
  - a total amount of points that the player has accumulated,

wherein said total amount of points is representative of all points acquired if the player has surpassed one of a plurality of reward levels, the total amount of points including an amount of points needed to surpass said one of said plurality of reward levels in addition to an amount of points obtained after reaching said one of said plurality of reward levels.